GAMER
RETRO
Magazine
Future Wars
ADVENTURES IN TIME
DIABLO II
THE THING
REMASTERED
LAST NINJA 3
MIGA CD32
Simon
RETRO GAMER
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GAMER

RETRO Magazine

Index

Switchblade (Spectrum)

Future Wars

Mega Turrican

Zork 1 c64/128

Deathkeep on the 3DO

Fear 3

Last Ninja 3, System 3 1991 c64

Onimusha Warlords PS2

Count Duckula alternative software 1989

SSX Tricky

Jet Set Radio

Diablo 2 (2001)

GAMER

RETRO Magazine

Index

Agony 1992 (Amiga) Psygnosis

Rascal (PlayStation 1998) psygnosis

Mickey Mouse The Computer Game 1988

BC Racers PC (1995)

The Thing Video PS2-Xbox360

Battle arena Toshinden PlayStation

Witch Haven (PC Dos)

Battle Beast (Fighting Game)

Flight Of the Amazon Queen (Amiga-PC)

Simon The Sorcerer (Amiga-PC)

Untold Legends: Brotherhood of the Blade PSP

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RETRO Magazine

Switchblade (Spectrum)

"Switchblade (Spectrum)" refers to the video game "Switchblade" released for the ZX Spectrum computer in 1991 by Gremlin Graphics Software. It's a classic 2D arcade adventure/ platformer.

Hiro, last of the Bladeknights, must reassemble the 16 fragments of the shattered Fireblade. Only then can he take on Havoc and avenge his peoples death.
Screenshots from various formats.
SWITCHBLADE
SPECTRUM 48/128K, +2 CASSETTE
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SWITCHBLADE
GBH
SPECTRUM 48/128K,+2 CASSETTE

It's primarily an arcade adventure and platform game.

You play as Hiro, a hero from the ancient Switchblade clan.

The sacred Fireblade, a symbol of your people, has been shattered into 16 pieces by the evil Havoc.

Your quest is to retrieve all 16 pieces to restore the Fireblade and your clan's pride.

The game involves exploring a vast, non-scrolling, multi-screen environment, navigating platforms and ladders, fighting enemies, and discovering secret rooms.

The game features a large, interconnected underground city and outside areas. As you progress, the layout of visited territories becomes visible on screen, acting as a form of "self-mapping.

Switchblade (Spectrum)

You start with only your bare hands, but you can collect various bonus weapons like blades, scorchballs, and darts.

A unique combat mechanic involves holding down the fire button to build up power, then releasing it to strike.

Hiro, last of the Bladeknights, must reassemble the 16 fragments of the shattered Fireblade. Only then can he take on Havoc and avenge his peoples death.
Screenshots from various formats.
SWITCHBLADE
SPECTRUM 48/128K, +2 CASSETTE
GBH
SPECTRUM 48/128K,+2 CASSETTE

The game is known for its large map and can be quite challenging, with many hidden areas and a limited number of lives.

Players often found it necessary to draw their own maps to avoid getting lost.

"Switchblade" on the ZX Spectrum generally received positive reviews.

Future Wars

Future Wars: Adventures in Time is a classic point-and-click adventure game developed by Delphine Software International and released in 1989.

It's notable for being one of the first games to use Delphine's proprietary "Cinematique" engine, which later powered other acclaimed titles like "Another World" (Out of This World) and "Flashback."

The game starts innocently enough in 1989.

You play as an unnamed window cleaner working on a skyscraper.

Through a series of accidental events (including a prank gone wrong on your boss!), you stumble upon a secret passage in the building that leads to a hidden room containing strange machines and alien documents.

One of these machines turns out to be a time travel device, which transports you back to the year 1304.

In the past, you encounter Lo'Ann, a time traveler from the distant future (the 44th century), and her father.

Future Wars

You quickly learn that an alien race known as the Crughons is attempting to alter human history by planting long-delay time bombs in the past to sabotage Earth's defenses in the future.

Your journey then takes you through various time periods, including medieval times, the far future (44th century Paris II), and even the Cretaceous period (the age of dinosaurs!), as you work to foil the Crughons' plans and save humanity.

It utilizes a mouse-driven interface.

You left-click to move your character and right-click to bring up a menu of actions (Operate, Examine, Take, Use, Inventory).

The core of the game involves solving environmental puzzles by interacting with objects and characters.

This often means finding specific items, using them in the right place, or combining them.

Future Wars

You will explore various detailed locations across different time periods, each with unique challenges and clues.

The game is known for being quite challenging, with some puzzles requiring very precise pixel-hunting for small, hard-to-see items.

It also has a somewhat linear progression, meaning if you miss a crucial item early on, you might get stuck much later in the game.

There are also a few time-sensitive puzzles and arcade-like sequences.

Despite the challenging puzzles, the game is driven by its intriguing sci-fi, time-traveling story.

"Future Wars" was the debut of Delphine's Cinematique engine, which aimed to combine adventure game elements with animated visuals, leading to more cinematic experiences.

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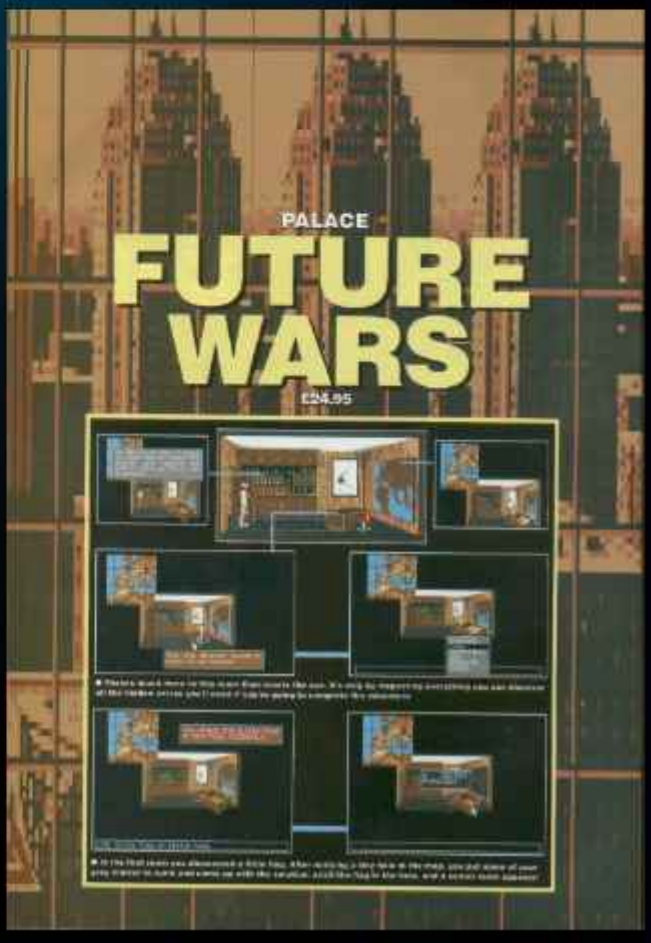
Future Wars

While perhaps not as widely remembered as "Another World" or "Flashback," "Future Wars" was an important step in Delphine Software's development of their distinctive adventure game style and helped lay the groundwork for their later successes.

"Future Wars" remains a significant title for fans of classic adventure games and those interested in the history of Delphine Software.



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Mega Turrican

"Mega Turrican" is a classic run-and-gun platformer developed by Factor 5 and is a significant entry in the highly-regarded Turrican series.

While often confused with "Turrican 3: Payment Day" on the Amiga (which was actually a port of Mega Turrican), the Mega Drive/Genesis version is considered the original and was developed first.

Original Development: Developed by Factor 5, with development on the Mega Drive/Genesis version finishing in 1993.

The Amiga port, "Turrican 3: Payment Day," was released first in 1993 by Rainbow Arts (Europe).

The Mega Drive/Genesis version, "Mega Turrican," was released in 1994 by Data East (North America) and Sony Electronic Publishing (Europe).

This delay was due to Factor 5 initially lacking a publisher for the Genesis version.

It has been re-released on various platforms over the years.

Mega Turrican is considered classic.

Mega Turrican

.Included in compilations like "Turrican Flashback" (2020) and "Turrican Anthology Vol. 2" (2021/2022) for modern consoles like PlayStation 4, PlayStation 5, and Nintendo Switch.

Mega Turrican is known for its blend of fast-paced action and exploration, often described as "Contra meets Metroid."

Run-and-gun platformer with significant exploration elements.

You play as Bren McGuire, an armored warrior in the "Turrican Assault Suit," on a mission to stop the evil entity known as "The Machine" from destroying planets and enslaving people.

The Mega Drive version boasts impressive graphics for its time, with vibrant colors, detailed sprites, and parallax scrolling to create a sense of depth.

Mega Turrican is considered a strong entry in the Turrican franchise, balancing the series' signature exploration with more focused run-and-gun action.

Zork 1 c64/128

ZORK I: The Great Underground Empire
Copyright 1982 by Infocom, Inc.
All rights reserved.
ZORK is a trademark of Infocom, Inc.
Release 30 / Serial number 830330
West of House
You are standing in an open field west of a white house, with a boarded front door.
There is a small mailbox here.

"Zork I" on the Commodore 64 (C64) and Commodore 128 (C128) is game developed by Infocom.

Interactive Fiction / Text Adventure.

There are absolutely no graphics; the entire game is played by reading text descriptions and typing commands.

You begin in an "open field west of a white house" and quickly descend into the vast "Great Underground Empire.

Your goal is to explore this massive, interconnected world, solve puzzles, collect all of the "Twenty Treasures of Zork, and escape.

Players interact with the game by typing commands in natural language, such as "GO NORTH," "TAKE SWORD," "EXAMINE MAILBOX," or even more complex sentences like "TAKE ALL BUT THE KNIFE AND THE LAMP."

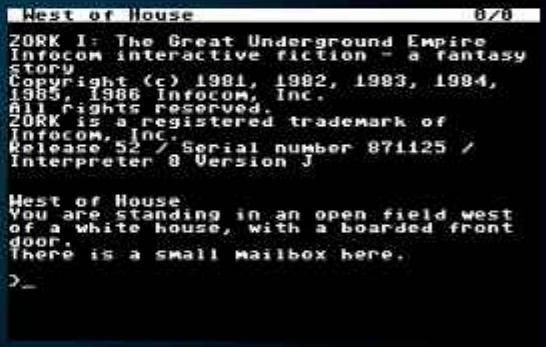
The game's parser (the part that understands your commands) was revolutionary for its time, allowing for a much more flexible and immersive experience than earlier text adventures.

Zork 1 c64/128

The game is known for its intricate puzzles, hidden areas, and the constant threat of a mischievous "thief" who can steal your hard-earned treasures.

You'll need to map out the labyrinthine underground yourself (or find a pre-made map online!). The game is also famous for its "grues," light-fearing creatures that will kill you if you're in the dark.

While there isn't a complex, linear story in the traditional sense, the game's rich descriptive text and often humorous responses to absurd commands create a strong sense of atmosphere and character.


West of House 0/0
ZORK I: The Great Underground Empire
Infocom interactive fiction - a fantasy story
Copyright (c) 1981, 1982, 1983, 1984, 1985, 1986 Infocom, Inc.
All rights reserved.
ZORK is a registered trademark of Infocom, Inc.
Release 52 / Serial number 871125 / Interpreter 0 Version J
West of House
You are standing in an open field west of a white house, with a boarded front door.
There is a small mailbox here.
>_

Zork I was first released for the C64/128 in August 1983.

It was one of the many platforms Infocom ported their games to, leveraging their "Z-machine" virtual machine that allowed for relatively easy cross-platform compatibility.

This means that the C64 version of Zork I would run seamlessly on a C128 when the C128 was in C64 mode.

Zork 1 c64/128

ZORK I: The Great Underground Empire
Copyright (c) 1981, 1982, 1983 Infocom, Inc. All rights reserved.
ZORK is a registered trademark of Infocom, Inc.
Revision 88 / Serial number 840726
West of House
You are standing in an open field west of a white house, with a boarded front door.
There is a small mailbox here.
>

There typically wasn't a separate, "native" C128 version of Zork I that took advantage of the C128's enhanced features (like 80-column display or more RAM), because the game was designed to run within the Z-machine environment which was optimized for widespread compatibility across various 8-bit systems.

As with all Infocom text adventures, the C64/C128 version is entirely text-based.

You'll see light blue text on a dark blue background (the C64's default colors).

Don't expect any fancy visuals or sound effects beyond simple beeps for errors.

The strength of the game lies purely in its writing and your imagination.

"Zork I" is a landmark title in interactive fiction and a must-play for anyone interested in the history of computer games, even today.

Its engaging puzzles and witty writing hold up well.

Deathkeep on the 3DO

"Deathkeep" on the 3DO is a first-person action Role Playing Game dungeon crawler released in November 1995.

It's part of the Advanced Dungeons & Dragons series of video games, developed by Lion Entertainment and published by Strategic Simulations, Inc.

It's also considered a sequel to another 3DO D&D game, "Slayer."

The game is played from a first-person perspective as you navigate through labyrinthine dungeons, keeps, and various other fantasy environments.

While it has RPG elements like character progression, collecting loot, and using spells, the focus is heavily on real-time combat.

You'll engage in a lot of hacking, slashing, and spell-casting against a variety of monsters.

A significant part of the game involves exploring the environments to find keys, activate switches, and solve simple environmental puzzles to progress.

Deathkeep on the 3DO

Combat is real-time and involves swinging your weapon or casting spells.

The effectiveness of your attacks can depend on the enemy type, requiring you to adapt your strategy.

You typically choose from a few predefined character types (e.g., fighter, mage, fighter-mage), rather than deep character customization.

Unlike its predecessor "Slayer," which featured randomly generated dungeons, "Deathkeep" has pre-designed levels, allowing for more intricate and deliberate level layouts, though some players still found them to be maze-like.

The story in "Deathkeep" revolves around an evil Necromancer who has escaped his icy prison and is causing chaos in the surrounding lands.

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Deathkeep on the 3DO

As a chosen hero, your quest is to venture into the "Deathkeep," a series of dangerous dungeons, towers, and a final fantastic dungeon, to confront and destroy the Necromancer and his minions. You'll need to find three magical orb keys to pass through a legendary portal to fulfill your destiny.

"Deathkeep" on the 3DO received mixed reviews upon its release.

Many gamers found the game to be overly difficult and frustrating, often due to a "trial and error" approach.

Certain enemies might be immune to specific attacks without clear indication, leading to sudden deaths.

Some felt the level design was monotonous or poorly conceived in parts.

Comparison to "Slayer": While attempting to refine the formula of its predecessor "Slayer" which generally received more positive feedback, "Deathkeep" often fell short in critics.

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Fear 3

"F.E.A.R. 3" is a first-person shooter with horror elements, and it's the third main installment in the F.E.A.R. First Encounter Assault Recon series.

It was developed by Day 1 Studios (rather than Monolith Productions, who developed the first game) and published by Warner Bros. Interactive Entertainment.

F.E.A.R. 3 was released in June 2011 for PlayStation 3

Xbox 360 and PC (Windows).

The story of F.E.A.R. 3 picks up nine months after the events of F.E.A.R. 2: Project Origin.

Fear 3

Alma Wade, the powerful psychic entity, is heavily pregnant and her impending birth is causing catastrophic events.

The game uniquely allows players to control two protagonists:

Point Man: The silent, genetically enhanced protagonist from the first F.E.A.R. game, known for his superhuman reflexes (bullet time).

Paxton Fettel: Point Man's deceased, cannibalistic, and psychically powerful brother, who was killed by Point Man in the first game but now exists as a spectral entity.

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RETRO Magazine

Fear 3

Fettel rescues Point Man from an Armacham Technology Corporation prison, and the two distrustful brothers must work together, each with their own motives, to confront Alma and understand their twisted family legacy.

Point Man aims to prevent Alma's birth, while Fettel has his own mysterious agenda related to the birth.

Their journey takes them through a crumbling Fairport as a new, terrifying threat emerges.

A major highlight of F.E.A.R. 3 is its cooperative campaign, which can be played online or via split-screen.

Fear 3

This is crucial to the experience, as the two characters offer vastly different play styles:

Point Man: Plays more like a traditional F.E.A.R. protagonist, focusing on gun play, slow-motion "Reflex Time," and cover mechanics.

Paxton Fettel: As a spectral entity, Fettel cannot use conventional weapons.

Instead, he utilizes psychic powers, including telekinesis, psychic blasts, and his signature ability: Possession.

Fettel can possess enemy soldiers, taking control of their bodies and using their weapons and abilities, adding a unique tactical layer.

Fear 3

Playing as each character (or as them in co-op) offers different dialogue, perspectives, and even influences the ending of the game, encouraging replayability.

The game features a ranking system based on completing various challenges (e.g., getting a certain number of kills with a specific weapon, finding collectibles, using abilities for a certain duration).

Completing these challenges earns points and allows players to level up, unlocking character upgrades like more health, extended Reflex Time/Possession, and additional melee moves.

Fear 3

Beyond the co-op campaign, F.E.A.R. 3 includes several unique competitive and cooperative multiplayer modes:

Fucking Run! : A cooperative mode where players must outrun Alma's encroaching "Wall of Death" while fighting enemies.

Soul King: Players are ghosts and must possess NPCs to collect souls, while also being able to kill other players.

A wave-based survival mode, similar to "horde" modes, where players defend a base against waves of enemies.

Soul Survivor: One player is a ghost and tries to possess other players to turn them into ghosts on their side.

Fear 3

F.E.A.R. 3 received mixed to generally positive reviews.

Critics often praised the unique co-op experience, the distinct play-styles of Point Man and Fettel, the solid gun-play, and the engaging combat mechanics.

The multiplayer modes were also frequently highlighted as a strong point.

Common criticisms included a less compelling and sometimes confusing plot compared to previous entries, a perceived lack of genuine horror and scares (a hallmark of the series), and a relatively short campaign in single-player.

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Fear 3

.Some fans felt it deviated too much from the original game's atmosphere and focus on psychological horror in favor of more action-oriented gameplay, akin to titles like *Call of Duty* or *Gears of War*.

Despite some fan division, F.E.A.R. 3 remains an interesting entry in the series, particularly for its innovative co-op gameplay.

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Last Ninja 3, System 3 1991 c64

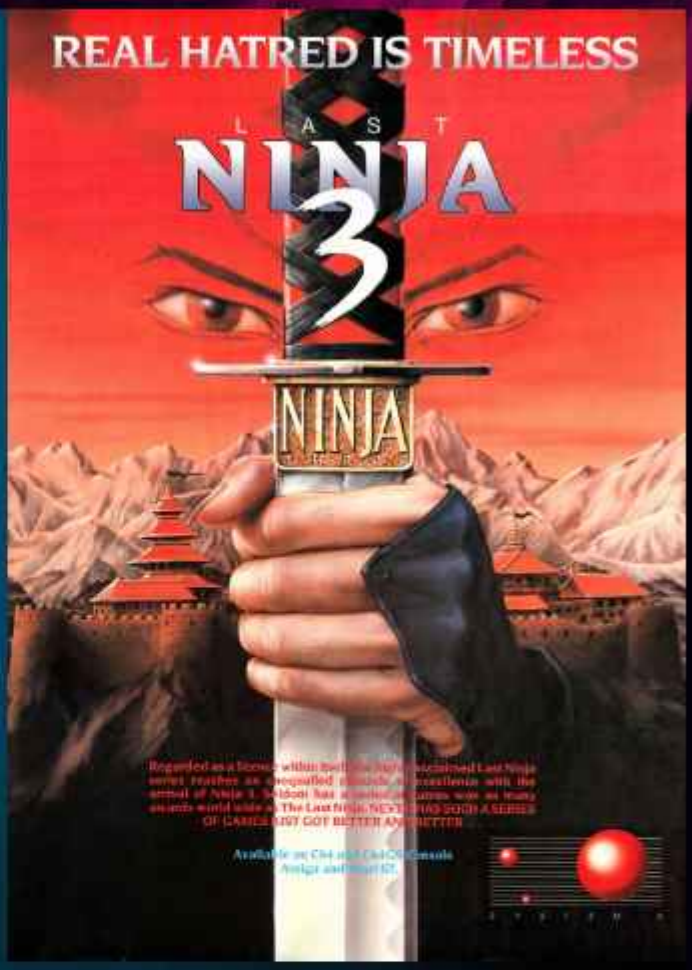
"Last Ninja 3" for the Commodore 64 (C64) is the third and final installment in the highly popular Last Ninja series, developed and published by System 3.

It was released in 1991.

Like its predecessors, Last Ninja 3 is played from an isometric perspective.

Players control Armakuni, the Last Ninja, as he navigates complex, multi-screen environments.

A core element of the game involves exploring the levels to find items, solve puzzles, and uncover secrets.

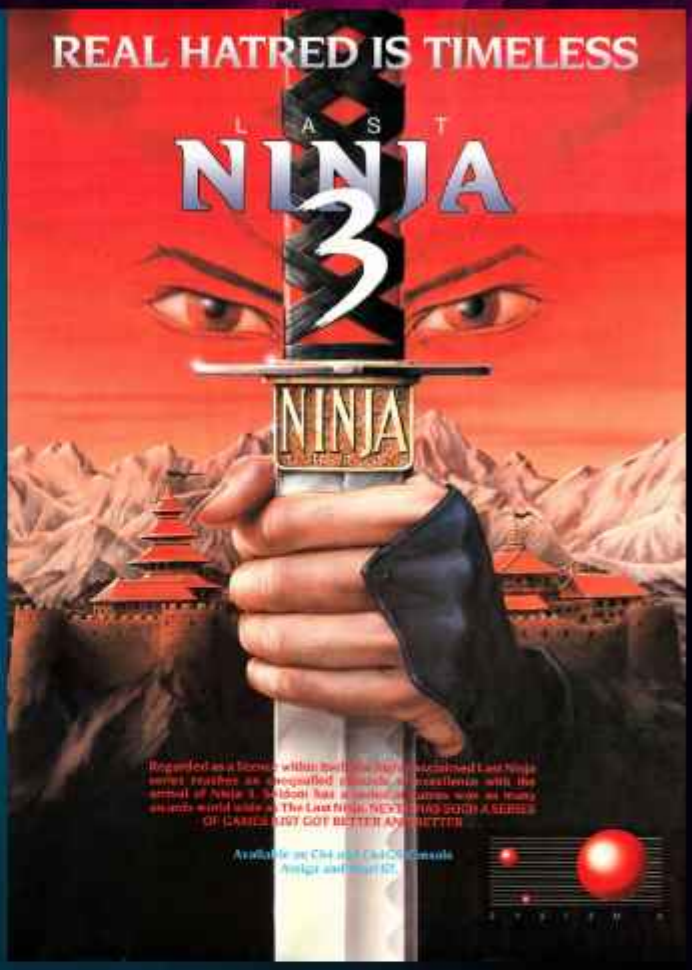


You'll often need to combine items or use them in specific ways to overcome obstacles and progress. This often involves trial and error.

Combat is a significant part of the game.

GAMER RETRO Magazine

Last Ninja 3, System 3 1991 c64



Armakuni can fight with his bare hands or use various ninja weapons like swords, nunchaku, shurikens, and more.

The combat system involves directional attacks and blocks.

A new "Bushido" system was introduced, where fighting enemies with the same weapon as them, or unarmed, would increase your Bushido power, making combat easier.

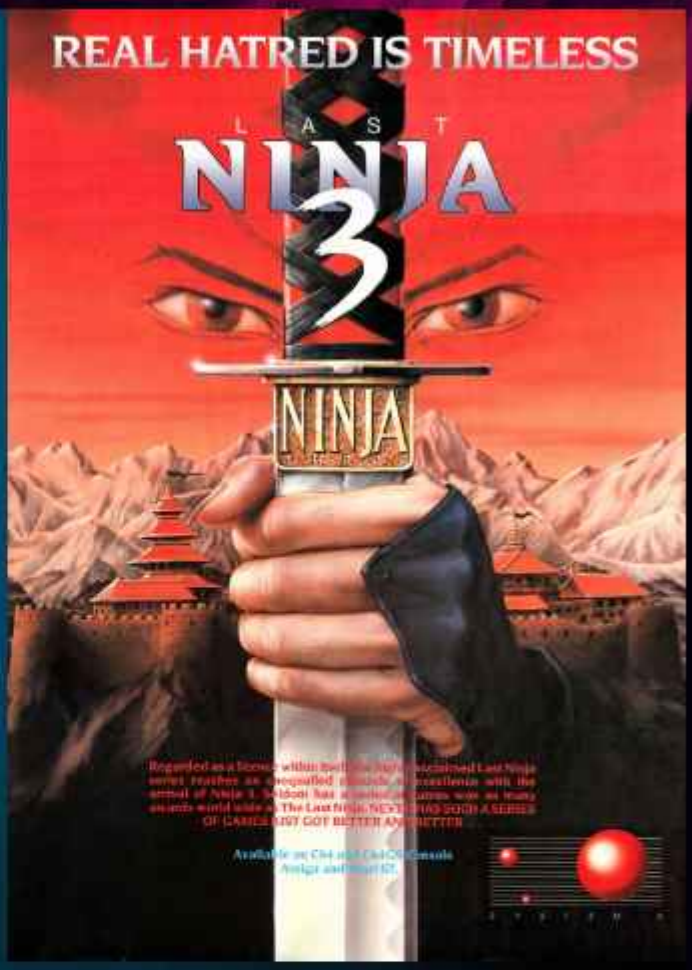
Precision jumping and navigating tricky platforms are also key, often requiring careful timing due to the isometric perspective, which could sometimes be a source of frustration for players.

The story of "Last Ninja 3" continues the saga of Armakuni. After his previous encounters with the evil Shogun Kunitoki in the mystical land of Lin Fen and then modern-day New York, Armakuni is once again dragged through time and space.

Last Ninja 3, System 3 1991 c64

This time, he finds himself in Tibet, in the Palace of Mysteries.

Kunitoki, seeking to corrupt the very source of Ninjitsu spiritualism, has retreated to these mystical Buddhist temples, which are divided into five chambers, each representing an element (Earth, Water, Wind, Fire, and Void).



Armakuni's mission is to infiltrate these temples, defeat Kunitoki's minions, and ultimately face his archenemy in a final showdown to prevent chaos and preserve the balance of the world.

System 3 pushed the C64's capabilities with "Last Ninja 3."

The game features highly detailed sprites and intricate environments, with vibrant colours.

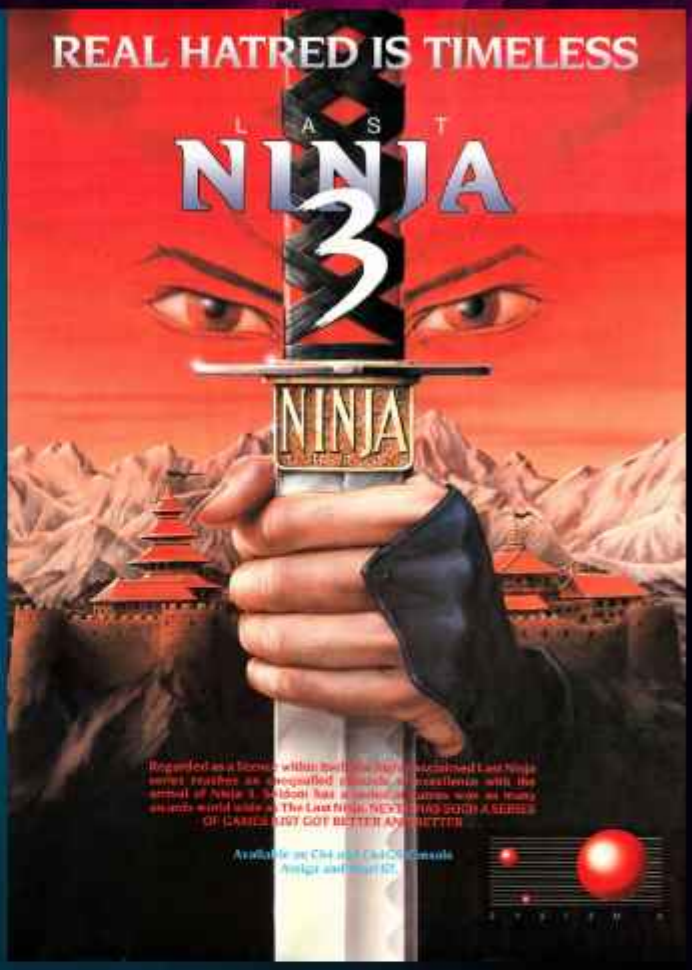
The intro sequence, in particular, was lauded for its cinematic quality.

C64 GAMER RETRO Magazine

Last Ninja 3, System 3 1991 c64

The game features five extensive levels, each with multiple screens, providing a substantial amount of content and exploration.

Like the previous games, Last Ninja 3 is known for its high difficulty, requiring patience, precise controls, and often a bit of memorization.



"Last Ninja 3" generally received very positive reviews upon its release for the C64.

Critics praised its stunning graphics, excellent music, and continued challenging gameplay.

While some found the controls could still be a bit fiddly due to the isometric viewpoint, it was widely considered worthy conclusion to the beloved series and a technical showcase for the Commodore 64.

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Onimusha Warlords PS2

Onimusha: Warlords is a landmark title in the PlayStation 2's early life, released by Capcom in 2001.

It's an action-adventure game with hack-and-slash combat and survival horror elements, often described as "Resident Evil meets feudal Japan."

Similar to early Resident Evil games, Onimusha: Warlords utilizes fixed camera angles that switch as you move between areas.

Onimusha Warlords PS2

This creates a cinematic feel but can sometimes lead to awkward navigation or combat situations.

The core gameplay revolves around real-time sword combat against hordes of demons (Genma).

You play primarily as Samanosuke Akechi, a skilled samurai, who can perform various sword combos, blocks, and a critical "Issen" counter-attack if timed perfectly.

Onimusha Warlords PS2

Samanosuke gains powerful elemental swords: Raizan (lightning), Enryuu (fire), and Shippu (wind). Each sword has unique magical attacks that consume "magic energy" (blue orbs).

A key mechanic is the "Oni Gauntlet" on Samanosuke's arm, which allows him to absorb the souls of defeated Genma.

Onimusha Warlords PS2

These souls come in three types:

Red Souls: Used as experience points to upgrade weapons, elemental orbs, and certain items.

Yellow Souls: Restore health.

Blue Souls: Restore magic energy for elemental attacks.

Onimusha Warlords PS2

Beyond combat, the game features various puzzles, from finding keys to activating mechanisms and solving "trick boxes" (sliding tile puzzles).

Like survival horror games, health and magic restoratives are limited, encouraging careful management.

Saving your progress is done at designated "magic mirrors" scattered throughout the levels.

Onimusha Warlords PS2

For certain sections of the game, you control Kaede, a kunoichi (female ninja) who fights with daggers and kunai.

Her gameplay is more action-oriented and lacks the Oni Gauntlet, making resource management different.

The story is set in feudal Japan (16th century), amidst the chaos of the Sengoku period.

Onimusha Warlords PS2

This influence is evident in the fixed camera angles, tank controls (though analog stick support was added), and puzzle-solving.

The game was praised for its impressive pre-rendered backgrounds, detailed character models, and especially its lavish, high-budget CGI cut scenes, which were groundbreaking for their time and contributed significantly to the game's atmosphere.

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Onimusha Warlords PS2

Onimusha: Warlords was a massive commercial success for Capcom, becoming the PlayStation 2's first million-selling title.

Its success led to a popular series of sequels and spin-offs.

Upon its PS2 release, Onimusha: Warlords received widespread critical acclaim.

Onimusha Warlords PS2

The game was praised its compelling blend of action and horror, the engaging combat system, striking visuals, and memorable soundtrack.

While some found the fixed camera angles and puzzles occasionally frustrating, it was widely considered a strong and innovative title that helped solidify the PlayStation 2's early library.

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Onimusha Warlords PS2

"Onimusha: Warlords" remains a beloved classic on the PS2 and was later remastered for modern platforms in 2019, allowing a new generation of players to experience its unique blend of samurai action and demonic horror.

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Count Duckula alternative software 1989

Count Duckula" from 1989, specifically published by Alternative Software, on home computers like the Commodore 64.

"Count Duckula in - No Sax Please - We're Egyptian!" was a platformer with adventure elements, known for its quirky licensed theme.

Alternative Software was a budget publisher, so their games often aimed for simpler, more accessible gameplay, but sometimes with hit-or-miss quality.

Given that "Count Duckula" was a budget title, it's worth noting that many of the "bigger" names from 1989 might have felt more polished or ambitious.

Released As: Count Duckula in No Sax Please - We're Egyptian, Price: £2.99.

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SSX Tricky

"SSX Tricky is a beloved extreme sports arcade-style snowboarding game developed by EA Canada and published by EA Sports BIG.

It was released on November 5, 2001, for the PlayStation 2, Game-cube, and Xbox, with a Game Boy Advance version also being released.

It's widely considered to be the pinnacle of the original SSX series and is often cited as one of the best snowboarding games of all time.

The game is not about realism; it's about defying gravity. Players perform outrageous, physically impossible tricks while soaring high in the air.

SSX Tricky

The game's namesake comes from its unique "Tricky" system.

By consistently landing tricks and grabs, you fill your "Tricky" meter.

Once full, the iconic Run-DMC song "It's Tricky" kicks in (a staple of the game's identity), signaling that you can now perform "Uber Tricks."

These are incredibly elaborate and high-scoring maneuvers unique to each character. Landing six different Uber Tricks in a single run (spelling out T-R-I-C-K-Y) grants you infinite boost for the remainder of the race, making for incredibly fast and flashy runs.

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SSX Tricky

The game's graphics were highly praised for their colorful, crisp, and fluid presentation.

The character models were expressive, and the environments were detailed, even with multiple riders on screen.

"SSX Tricky" received universal critical acclaim upon its release.

It's widely regarded as a pinnacle of arcade sports gaming and a standout title from the PlayStation 2/GameCube/ Xbox era.

Its fast-paced, stylish, and immensely fun gameplay has cemented its place as a beloved classic.

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Jet Set Radio

"Jet Set Radio" (originally known as "Jet Grind Radio" in North America) is a highly influential and beloved action game developed by Smilebit and published by Sega.

It was a groundbreaking title for its unique visual style and vibrant atmosphere.

Initially released in 2000 for the Sega Dreamcast.

This is the original and iconic version.

Later Ports (HD Remaster): Due to its cult classic status, high-definition ports developed by BlitWorks were released in 2012 for:

PlayStation, Xbox 360,PC ,PlayStation Vita and iOS Android.

GAMER
RETRO Magazine

Jet Set Radio

The game is set in a vibrant, futuristic Tokyo-to, where different youth gangs, known as "Rudies," compete for territory and self-expression through the art of graffiti.

You join the GG's, a newly formed gang led by the enigmatic Beat.

Under the guidance of the eccentric pirate radio DJ, Professor K, you embark on a mission to tag the city with your graffiti, challenging rival gangs (like the all-female Love Shockers, the cyborg otaku Noise Tanks, and the monstrous Poison Jam) and evading the authoritarian Rokkaku Police, led by the determined Captain Onishima.

As the GG's gain notoriety and unite the gangs, they uncover a sinister plot by the CEO of the Rokkaku Group, Goji Rokkaku, who plans to use a mystical "Devil's Contract" to summon a demon and take over the world.

GAMER
RETRO Magazine

Jet Set Radio

It's up to the GG's to stop him and bring freedom and self-expression back to the streets of Tokyo-to.

"Jet Set Radio" is a unique blend of action, platforming, and rhythm-based elements, centered around:

Players control a character on inline skates, performing gravity-defying tricks, grinds on rails and poles, and high jumps to traverse the intricate urban environments.

The fluid movement system is a core part of the game's appeal.

The primary objective is to spray graffiti on designated spots (marked by arrows) to claim territory.

Larger graffiti spots require precise, quick inputs with the analog stick or directional pad, almost like a rhythm game.

You need to collect spray cans scattere around the levels to refill your paint supply.

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Jet Set Radio

The Rokkaku Police, including various specialized units (riot police, tear gas troopers, helicopters, tanks), will constantly pursue you, attempting to deplete your health and hinder your progress.

You'll engage in "boss battles" against rival gang leaders, often involving chasing them down and spraying them with graffiti, or matching their trick movements.

Defeating them can unlock them as playable characters.

Levels are designed with multiple paths and hidden areas, encouraging players to explore to find collectibles (Graffiti Souls that unlock new graffiti designs) and optimal routes for tagging.

Missions often have a time limit, and performing tricks adds to your score. The game also features a scoring system based on how much graffiti you spray and your style.

GAMER
RETRO Magazine

Jet Set Radio

A notable feature is the ability to customize your own graffiti designs, using presets or creating entirely new ones.

The original Dreamcast version even allowed uploading/ downloading graffiti.

Jet Set Radio" was a pioneer in using cel-shaded graphics, giving the game a distinct, vibrant, and timeless comic book look.

This style was a direct response from the development team wanting to move away from the more realistic (for the time) sci-fi and fantasy games common at Sega.

The game's soundtrack, primarily composed by Hideki Naganuma, is legendary.

GAMER

RETRO Magazine

Jet Set Radio

It features an eclectic mix of J-pop, electronic music, funk, hip-hop, and acid jazz, perfectly complementing the game's energetic and rebellious tone. The music is a massive part of the game's identity.

"Jet Set Radio" received widespread critical acclaim upon its initial release, particularly for its innovative visual style, unique gameplay, and unforgettable soundtrack.

It was praised for its originality and bold artistic direction, standing out significantly from other games of its era.

It's widely regarded as a cult classic and one of the most stylish and artistically significant games ever made. Its influence can be seen in later games that embrace cel-shading, urban exploration, and music-driven gameplay.

The game's sequel, "Jet Set Radio Future" on the Xbox, further expanded on its concepts.

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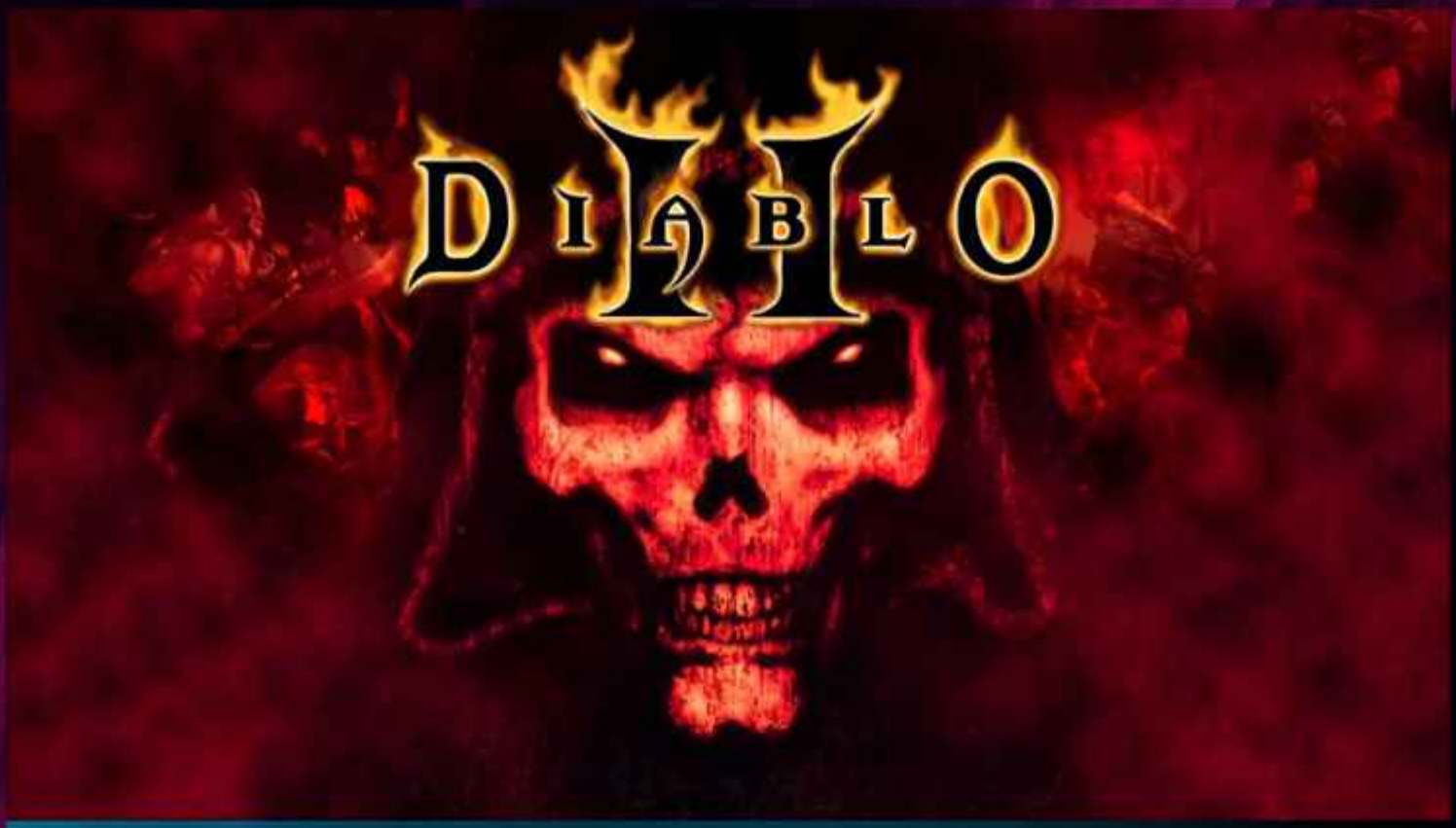

Diablo 2 (2001)

"Diablo II" is a legendary action role-playing game developed by Blizzard North and published by Blizzard Entertainment.

It is widely considered one of the most influential and beloved PC games of all time, setting the standard for the Action Role Playing Game genre.

The fundamental gameplay loop involves real-time combat against hordes of monsters, primarily using mouse clicks for movement and attacks, and keyboard hotkeys for skills and potions.

It's fast-paced, addictive, and emphasizes constant action.

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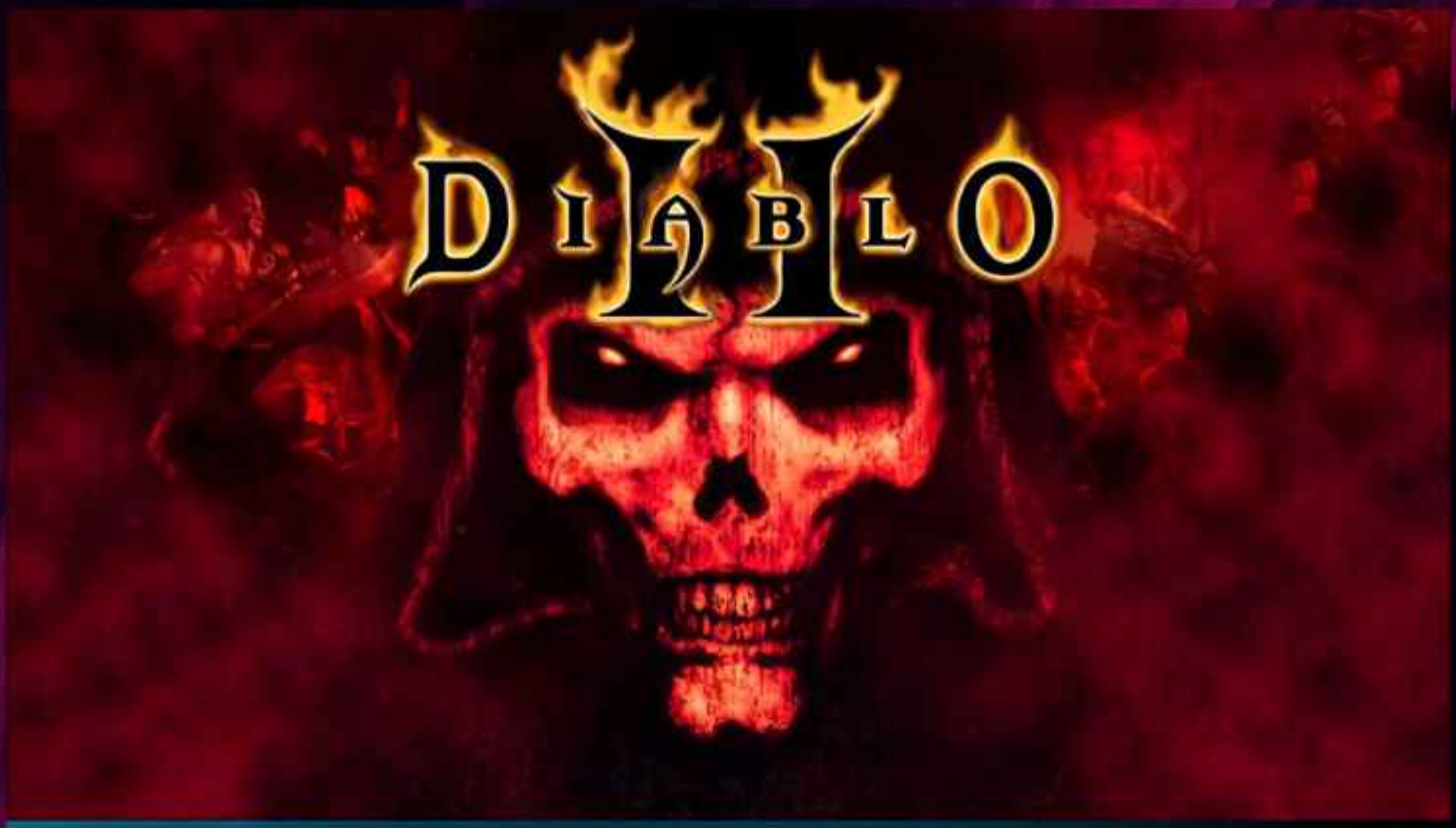

Diablo 2 (2001)

A major hook of Diablo II is its robust loot system.

Defeating enemies and opening chests drops a vast array of randomized items with different rarities (normal, magic, rare, unique, set, crafted, runewords).

Finding better gear is essential for character progression and a huge motivator for continued play.

Players choose from a variety of distinct character classes, each with three unique skill trees.

As you level up, you gain skill points to invest in these trees and attribute points to increase Strength, Dexterity, Vitality, and Energy.

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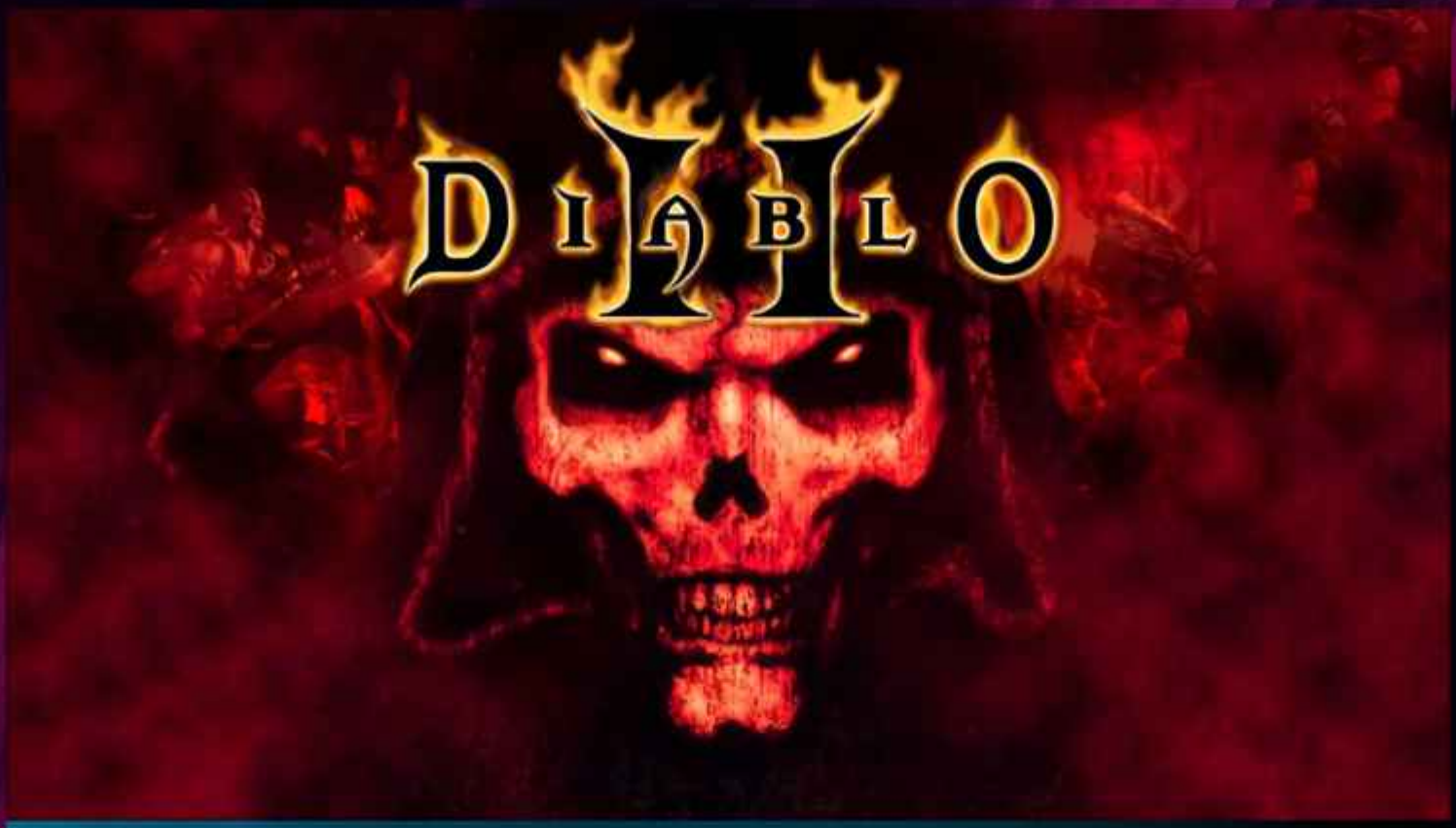

Diablo 2 (2001)

Most outdoor areas and all dungeons are procedurally generated, meaning their layout changes with each new game session.

This keeps exploration fresh and unpredictable.

The game features three main difficulty levels: Normal, Nightmare, and Hell.

Completing the game on one difficulty unlocks the next, with enemies becoming significantly stronger, gaining immensities, and dropping better loot.

A crucial component of Diablo II's success was its integration with Blizzard's free online service, Battle.net.

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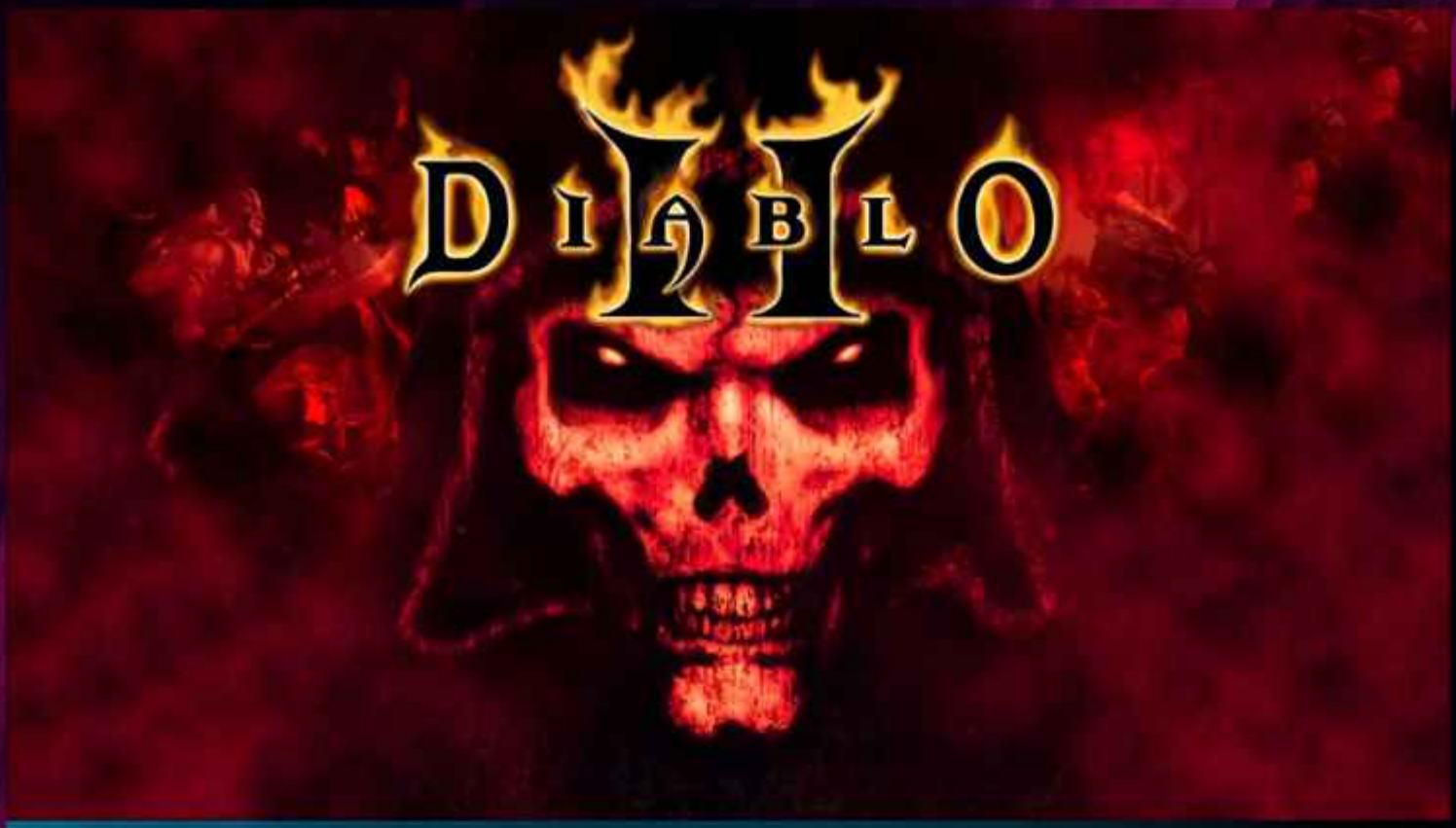

Diablo 2 (2001)

"Diablo II" continues the dark fantasy story established in the original "Diablo."

The story begins shortly after the nameless hero of Tristram (the player character from "Diablo I") has attempted to contain the essence of the demon Diablo within himself.

However, this act proves futile, and Diablo's spirit begins to corrupt the hero, transforming him into the "Dark Wanderer."

The game follows a new group of heroes (the player characters) as they chase the Dark Wanderer across the lands of Sanctuary.

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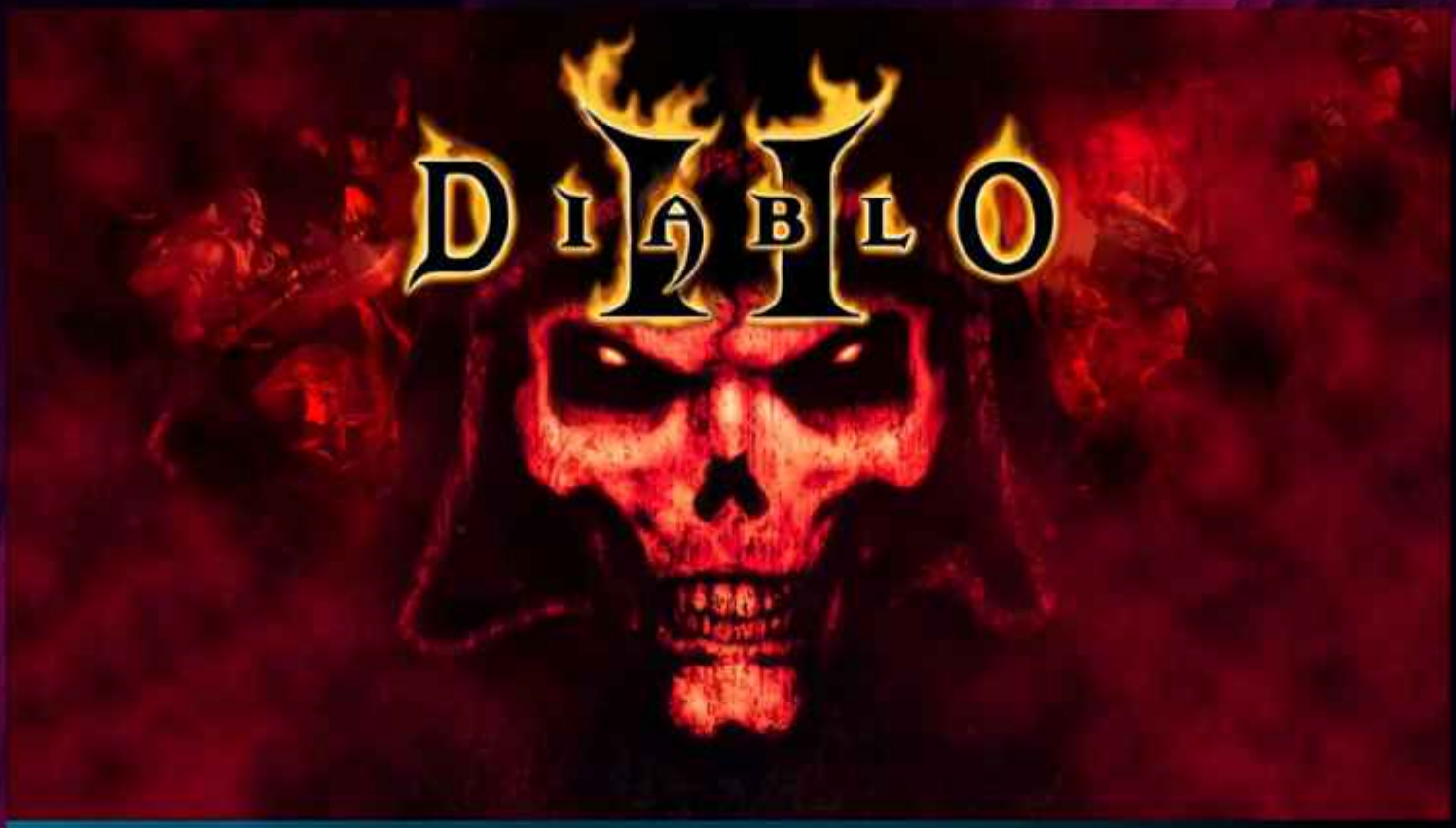


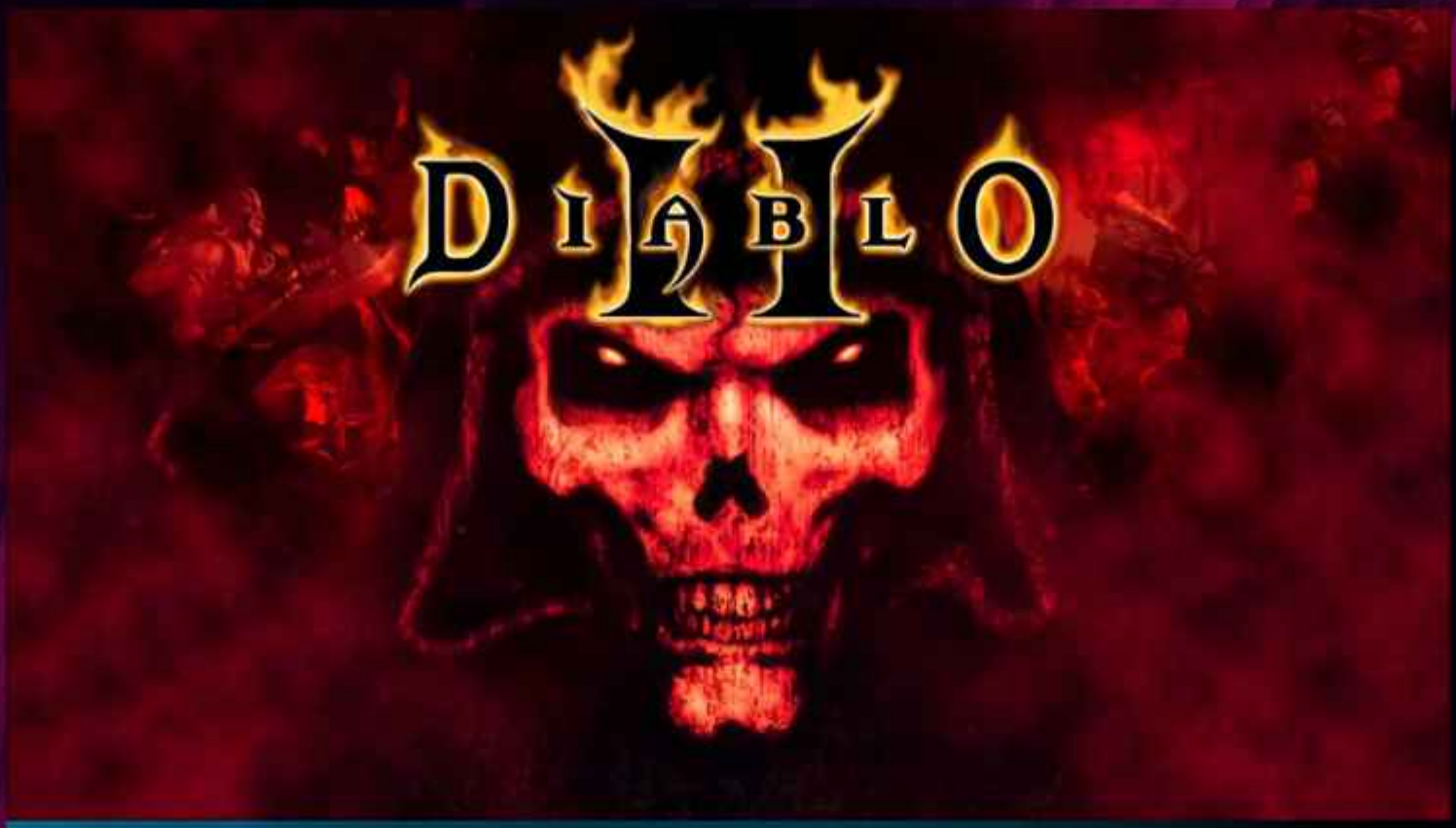
Diablo 2 (2001)

Diablo is on a quest to free his two brothers, Baal (Lord of Destruction) and Mephisto (Lord of Hatred), the other two Prime Evils, to form a triumvirate that will bring Hell's dominion to the mortal realm.

The original "Diablo II" featured five iconic classes:

Amazon: A versatile ranged warrior specializing in bows, crossbows, javelins, and spears, often employing elemental magic or passive defensive skills.

Barbarian: A brutal melee warrior with powerful combat skills, masteries over various weapon types, and motivating war cries.



Diablo 2 (2001)

Necromancer: A dark spell-caster who can raise armies of skeletons and golems, utilize curses to weaken enemies, and unleash potent poison and bone magic.

Paladin: A holy knight who combines strong melee combat with auras that provide offensive and defensive benefits to himself and his party.

Sorceress: A master of elemental magic, wielding powerful spells of fire, cold, and lightning to decimate her foes from a distance.

DIABLO II

GAMER DIABLO RETRO Magazine

Diablo 2 (2001)

"Diablo II" defined the Action Role Playing Game genre, influencing countless games that followed.

Its addictive gameplay loop, deep character customization, dark atmosphere, and groundbreaking online multiplayer experience cemented its place as a gaming masterpiece.

It maintained a massive player base for years and was successfully resurrected with "Diablo II: Resurrected" in 2021, a faithful remaster that brought the classic experience to modern platforms.

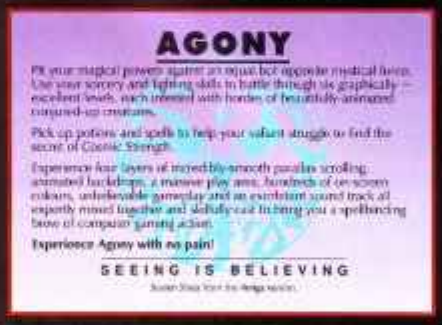
Agony 1992 (Amiga) Psygnosis

"Agony" for the Amiga, released in 1992 by Psygnosis, is a visually stunning and highly atmospheric horizontally scrolling shoot 'em up.

It was developed by Art & Magic, a team known for pushing the graphical boundaries of the Amiga.

You control a flying entity (an owl) that moves from left to right across the screen, firing projectiles at a constant stream of enemies.

Agony immerses you in a dreamlike, dark fantasy world.


AGONY
Pit your magical powers against an equal but opposite mystical force. Use your sorcery and fighting skills to battle through six graphically excellent levels, each teemed with hordes of beautifully-animated, conjured-up creatures.
Pick up potions and spells to help your valiant struggle to find the secret of Cosmic Strength.
Experience four layers of incredibly-smooth parallax scrolling, animated backdrops, a massive play area, hundreds of on-screen colours, unbelievable gameplay and an exorbitant sound track all expertly mixed together and skilfully used to bring you a spellbinding brew of computer gaming action.
Experience Agony with no pain!
SEEING IS BELIEVING

The enemies are grotesque, organic creatures, and the environments are filled with intricate, otherworldly details.

The protagonist is Alestes, a magician's apprentice who has been transformed into an owl.

Agony 1992 (Amiga) Psygnosis

This is a neat nod to Psygnosis' own owl logo, which frequently appeared on their game boxes.

Your attacks often resemble sonic waves or magical projectiles emanating from the owl.

Agony isn't purely about frantic blasting.

The game encourages some level of exploration within the levels, and combat can sometimes require a more methodical approach, especially against the larger, more complex bosses.

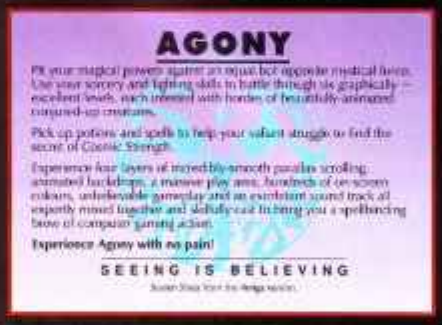
As you destroy enemies and collect items, you can enhance your owl's abilities, increasing fire power, spread, or other offensive capabilities.

Agony 1992 (Amiga) Psygnosis

Agony is known for being a tough game, requiring precise movement and good understanding of enemy patterns to progress.

The story, often gleaned from the manual as there's no in-game introduction due to memory constraints, involves a Sun-Wizard Master named Acanthropsis who discovers the "Cosmic Power" but at a great personal cost.

Before dying, he passes this knowledge to his disciples, Alestes and Mentor.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SEEING IS BELIEVING

Alestes is transformed into an owl and must navigate through Mentor's traps and monsters to reach and secure the Cosmic Power.

Both the owl protagonist and the various enemies are intricately drawn and animated.

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Agony 1992 (Amiga) Psygnosis

"Agony" perfectly embodies the signature "Psygnosis look" of the early 90s: high-quality, often dark fantasy art, polished presentation, and strong technical execution.

"Agony" received generally positive reviews upon its release, particularly for its groundbreaking visuals and excellent sound.

While some critics found the gameplay to be less innovative or occasionally frustrating compared to its presentation, it was widely praised as a technical and artistic showcase for the Amiga.

Agony
AGONY
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It remains a highly regarded title among Amiga enthusiasts and retro gamers, primarily remembered for its stunning graphical fidelity and unique artistic direction, cementing its place as a visually iconic side scrolling shoot`em up from the Amiga's golden era.

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Rascal (PlayStation 1998) psygnosis

"Rascal" is a 3D platformer released for the PlayStation one.

It was developed by Traveler's Tales (who would later become famous for the LEGO games) and published by Psygnosis.

Despite the involvement of Jim Henson's Creature Shop in character design and the promise of a vibrant, time-traveling adventure, "Rascal" is widely remembered as one of the most poorly received game on the PlayStation.

The story follows a young boy named Rascal (Callum Clockwise) whose father, Professor Casper Clockwise, an inventor, is kidnapped by the evil Chronon, the Master of Time.

Rascal, armed with his father's "Bubble Gun," jumps into the time machine to rescue him.

His quest takes him through various time periods, including: Castle Hackalott (Medieval), Chichimeca Temple (Ancient Aztec), Atlantis (Aquatic City), The Jolly Raider (Pirate Ship), Dodgy City (Wild West).

Rascal (PlayStation 1998) psygnosis

Each world has a past, present, and future form, and Rascal must collect six pieces of a "Time Clock" in each past and present level to progress.

Awkward Controls Originally, the game was designed with a more traditional 3D platformer control scheme (like Super Mario 64). However, the publisher, Psygnosis, reportedly insisted on changing the controls to tank controls (similar to early Tomb Raider games) late in development to capitalize on Tomb Raider's popularity.

This decision, combined with the poorly implemented camera, resulted in a character that was incredibly difficult to maneuver, especially for a platformer that required precise jumps.

Rascal would often "slide off" platforms due to the unresponsive controls.

Beyond the control issues, the core gameplay loop was often criticized for being repetitive, unengaging, and lacking in charm or depth.

Rascal (PlayStation 1998) psygnosis

Lack of Polished Presentation, While the graphics were considered decent for the time (especially the Jim Henson-designed characters), the music and sound effects were often forgettable or even annoying.

Upon its release, "Rascal" received overwhelmingly negative reviews from critics across the board.

It was heavily panned for its crippling camera, terrible controls, and generally uninspired gameplay.

Many reviewers considered it one of the worst games on the PlayStation.

Despite the negative reception, it has since gained a certain level of "cult infamy" among retro gaming communities, often being brought up in discussions about "bad games" or games that had potential but were ruined by critical design flaws.

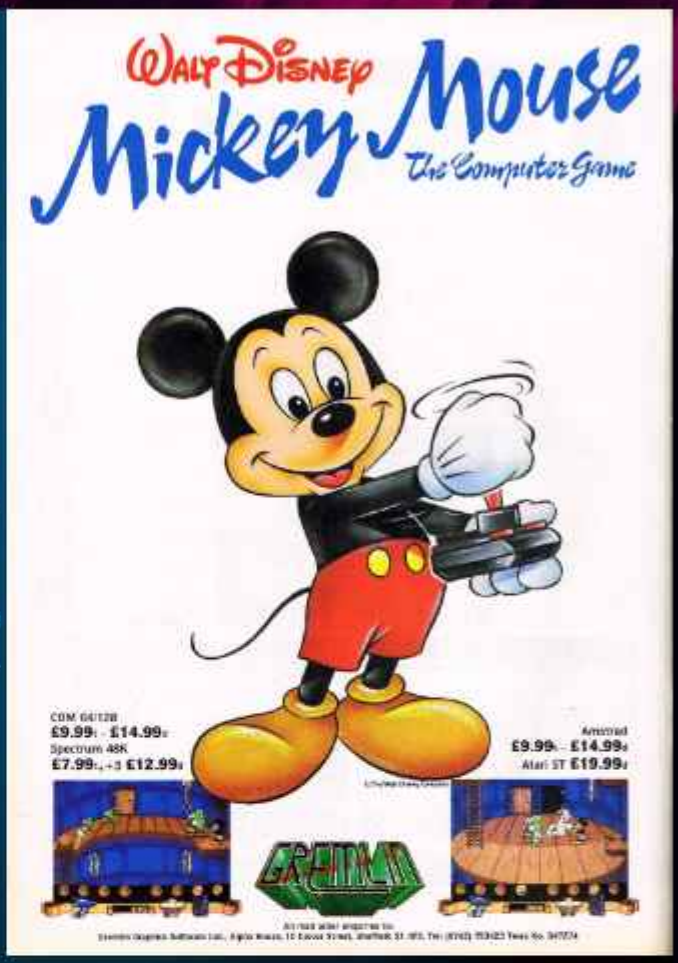
It stands as a cautionary tale of how crucial good controls and camera are for 3D games, especially in platform games.

Mickey Mouse The Computer Game 1988

"Mickey Mouse: The Computer Game," often simply referred to as "Mickey Mouse," is an action game released in 1988.

It was developed and published by Gremlin Graphics.

It was released across a range of popular 8-bit and 16-bit home computers of the era:



"Mickey Mouse: The Computer Game" is primarily a platformer with some action and puzzle elements.

The general premise is that Disneyland has been invaded by a "nasty band of ogres," and it's up to Mickey to save his hometown.

Mickey navigates a tall, multi-screen tower or series of platforms, often moving vertically.

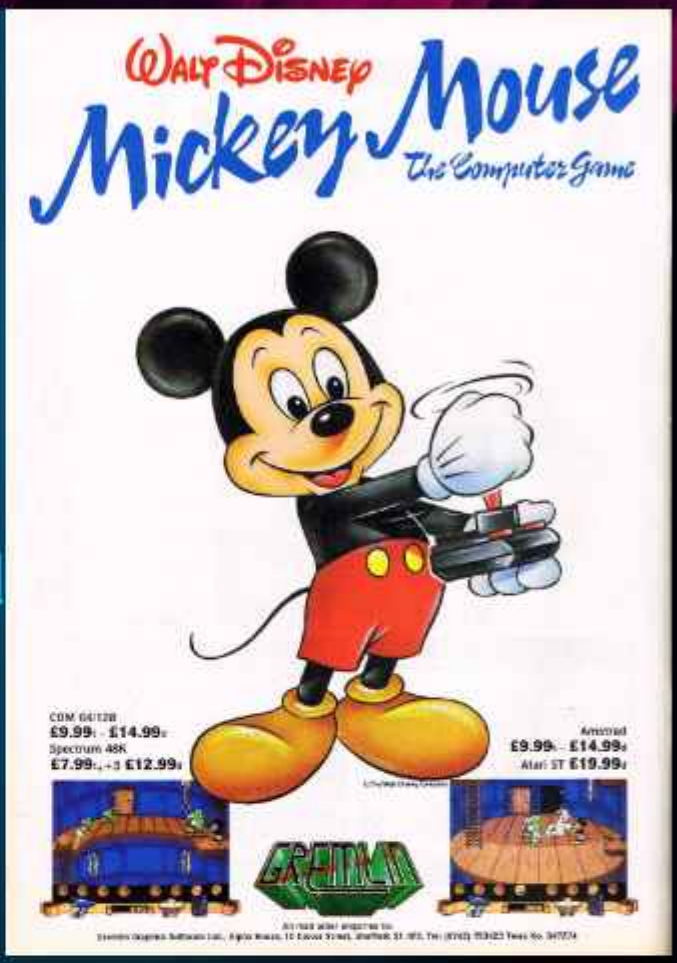
Falling through holes in platforms can send Mickey down several levels, requiring a climb back up.

Mickey Mouse The Computer Game 1988

Mickey encounters various enemies, including ghosts and larger ogres.

His primary weapon is a water pistol.

For tougher enemies, he can find and use a small hammer that, in a rather bizarre animation, Mickey uses to hit himself in the face to defeat the foe.



Scattered throughout the main levels are doors leading to various mini-games or "sub-games."

These are typically simpler arcade-style challenges.

Mickey needs to find certain items or keys to progress through the levels.

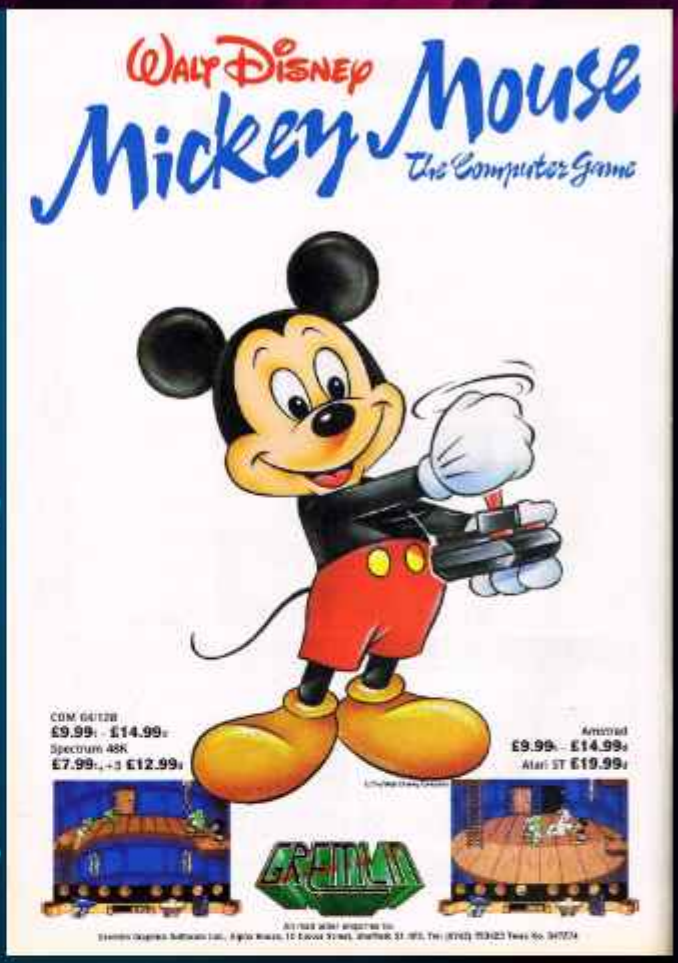
The game was generally praised for its graphics, particularly on the 16-bit Amiga and Atari ST versions.

Mickey Mouse The Computer Game 1988

Sprites were well-drawn and animated, accurately depicting Mickey Mouse and other characters.

The environments were detailed, and the scrolling was often smooth.

"Mickey Mouse: The Computer Game" received mostly positive reviews at the time of its release.



Critics often highlighted its high-quality graphics and solid platforming gameplay.

Some minor criticisms included repetitive sound and the simplicity of the sub-games.

Overall, it was considered a decent licensed game that avoided the "naff" quality sometimes associated with such titles.

It's an interesting piece of Disney's history in computer gaming, showcasing Mickey in an action-oriented platformer long before the *Illusion* series became prominent on Sega consoles.

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BC Racers PC (1995)

"BC Racers" is a kart racing game with a prehistoric theme, developed by Core Design and was originally released in 1994 for the Sega CD.

The PC (MS-DOS) version was released in 1995, along with ports for the Sega 32X and 3DO.

It's notable for being a spin-off from Core Design's earlier "Chuck Rock" platformer series, featuring characters from that universe in a racing context.

All the characters, vehicles, and tracks are themed around a Stone Age setting, featuring cavemen, dinosaurs, and vehicles made from logs, bones, and rocks.

Each vehicle is a "bike" with a sidecar, featuring two characters: a driver and a passenger.

This is an important gameplay element.

Combat Unlike Mario Kart with its power-ups, "BC Racers" focuses on physical combat.

The driver can punch opponents on their left, while the sidekick can swing a club or similar weapon at opponents on their right.

BC Racers PC (1995)

Hitting opponents repeatedly can cause their vehicle to crash, removing them from the race and earning you points.

Each bike has a temporary "turbo" boost that can be triggered every few seconds.

The game features 32 circuits spread across four difficulty settings (Easy, Medium, Hard, and Rockhard), with eight distinct themes like desert wastes, active volcanoes, and jungles.

Tracks often include hazards specific to their setting.

The roster includes various pairs of racers, many of whom are parodies of real-world musicians and figures (e.g., Brick Jagger, Sid Viscous, Jimi Handtrix, Granite Jackstone). Chuck Rock and his son Junior also feature.

The PC version supported two-player split-screen multiplayer.

The game uses a technique called sprite-scaling to create a 3D environment.

BC Racers PC (1995)

prehistoric setting, the cartoonish graphics, and the fun, aggressive combat system.

The sheer number of tracks was also a plus.

Common criticisms included sometimes inconsistent track design (some were thrilling, others dull), and the lack of traditional power-ups might have made it feel less varied than its competitors like Mario Kart.

Control methods (especially with a keyboard) could also be a point of frustration for some.

Overall, "BC Racers" is remembered as a decent and charming kart racer from the mid-90s, offering a distinctive style and a focus on direct vehicle-on-vehicle combat.

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The Thing Video PS2-Xbox360

"The Thing" video game is a survival horror/third-person shooter that serves as a direct sequel to John Carpenter's iconic 1982 film of the same name.

It was developed by Computer Artworks and published by Black Label Games and Konami.

The original game was released in 2002 for,

PlayStation 2

Xbox (the original Xbox, not the Xbox 360)

PC (Microsoft Windows).

The Thing Video PS2-Xbox360

Important Note regarding Xbox 360, The game was not released on the Xbox 360.

It was an original Xbox title.

However, the original Xbox version is backward compatible with some Xbox 360 consoles, meaning you could play it on an Xbox 360 if you had the disc and the specific console model supported it, along with any necessary compatibility updates.

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The Thing Video PS2-Xbox360

The game picks up shortly after the events of the 1982 film.

A U.S. Special Forces rescue team, led by Captain J.F. Blake, is dispatched to the desolate Outpost 31 in Antarctica to investigate what happened to the American research team.

Upon arrival, they find the base in ruins and immediately encounter the terrifying, shape-shifting alien entity known as "The Thing."

Blake and his team must navigate the destroyed base, and later the nearby Norwegian outpost and other facilities, battling the Thing in its various grotesque forms while dealing with the chilling reality that anyone could be infected.

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The Thing Video PS2-Xbox360

"The Thing" is known for its blend of action and unique psychological elements that mirror the paranoia of the film:

You lead a squad of NPCs (Non-Player Characters), including soldiers, medics, and engineers.

Each class has specific abilities crucial for progression (e.g., medics can heal, engineers can fix equipment).

This is arguably the game's most innovative feature.

Your squad members have a "Trust" meter.

The Thing Video PS2-Xbox360

If you do things they perceive as dangerous or suspicious (like aiming your weapon at them, taking too long to give orders, or behaving erratically), their trust in you will decrease.

Low trust can lead to them refusing orders, deserting you, or even attacking you, believing you are the Thing.

Your squad members also have a "Fear" meter.

Exposure to horrific events, Thing creatures, or being left alone in the dark will increase their fear. High fear can cause them to panic, shoot wildly, become ineffective, or even commit suicide. You can try to calm them down with words or by giving them a weapon.

The Thing Video PS2-Xbox360

To combat the paranoia, you can (and sometimes must) perform blood tests on your squad members to prove they are human (or force them to prove it).

This is a direct callback to the famous scene in the film.

The combat is third-person (with an optional first-person aiming mode) and often involves intense firefights.

Flamethrowers are essential for destroying the Thing's true forms.

Ammo, health, and especially flamethrower fuel are limited, adding to the survival horror tension.

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The Thing Video PS2-Xbox360

"The Thing" received generally positive reviews upon its release.

Critics praised its success in capturing the atmosphere and psychological horror of the film, its innovative Trust and Fear systems, and its graphic, unsettling creature designs.

While some found the controls a bit clunky or the AI occasionally frustrating, it was widely considered one of the better movie-to-game adaptations and a solid survival horror title in its own right.

It successfully expanded on the film's premise and delivered a genuinely tense and unnerving experience.

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Battle arena Toshinden PlayStation

Battle Arena Toshinden was a pivotal 3D fighting game for the original PlayStation.

Released in 1995 (January 1st in Japan, August/September in North America, and September in Europe), it was a launch title for the console in many regions and played a significant role in showcasing the PlayStation's capabilities for 3D graphics.

It was one of the first fighting games to feature polygonal characters in a fully 3D environment, allowing for movement around the opponent (including the famous "sidestep" maneuver) which was a significant innovation at the time.

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Battle arena Toshinden PlayStation

Unlike many other early 3D fighters, Battle Arena Toshinden featured characters who used various weapons, adding a distinct flavor to the gameplay.

The game featured a cast of anime-style characters with unique weapons and fighting styles, each with their own motivations for entering the mysterious "Battle Arena Toshinden" tournament.

Alongside games like Ridge Racer, it helped establish the PlayStation as a dominant force in the gaming market by demonstrating its graphical prowess and ability to deliver a new kind of gaming experience.

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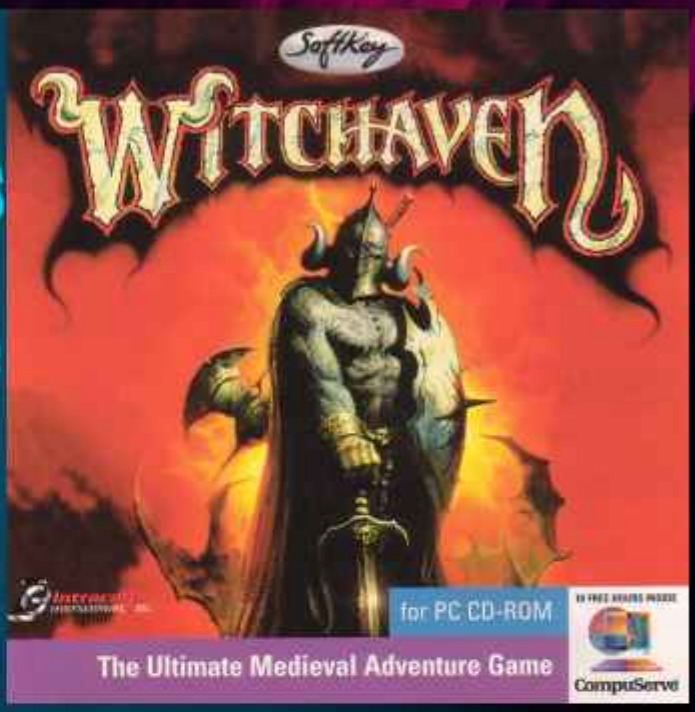
Battle arena Toshinden PlayStation

While its graphics and gameplay may seem dated by today's standards, Battle Arena Toshinden holds a significant place in gaming history as an early innovator in the 3D fighting genre and a key title in the PlayStation's early success.

WitchHaven (PC Dos)

Witchaven is a first-person action game released for PC DOS in September 1995.

Developed by Capstone Software and published by Intra corp Entertainment, it was one of the early games to utilize the Build engine, which later became famous for games like Duke Nukem 3D.



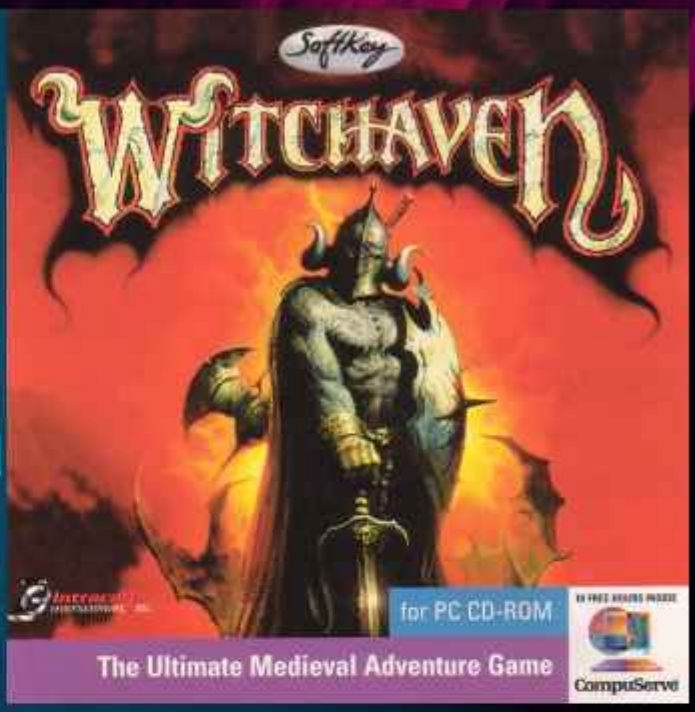
First-Person Fantasy Slasher, While often categorized as a first-person shooter due to the engine, Witchaven placed a strong emphasis on melee combat with a variety of medieval weapons (swords, axes, daggers, maces, etc.).

It incorporated light RPG elements, including an experience and leveling system, allowing your character, Grondoval, to become stronger and learn more powerful spells as you progressed.

The game plunged players into a dark and gruesome fantasy world, battling demons, goblins, and other monstrous creatures in dungeons, crypts, and lava pits.

WitchHaven (PC Dos)

As an early Build engine game, it showcased features like varying floor and ceiling heights, bridges you could walk over or under, and an interactive environment, though it lacked some of the more advanced features seen in later Build titles.



Levels were often filled with traps, hidden passages, and environmental puzzles that required more than just brute force to overcome.

It received a direct sequel, Witchaven II: Blood Vengeance, released in 1996, which largely built upon the gameplay of the first.

Witchaven is often remembered for its unique blend of first-person action and fantasy Role Playing Game elements, even if it was sometimes criticized for being "janky" or "less forgiving" than its contemporaries like Heretic and Hexen.

It holds a notable place in the history of DOS gaming as an early example of a 3D first-person game that leaned heavily into melee combat in a fantasy setting.

Battle Beast (Fighting Game)

Battle Beast is a 2D fighting game released in 1995 for PC (MS-DOS and Windows) and Mac OS.

It was developed by 7th Level and published by BMG Interactive.

What set Battle Beast apart was its unique premise and cartoonish art style:

The game featured characters that were cute animals who could transform into powerful, bipedal fighting robots.

This morphing ability was a core gameplay mechanic.

It utilized hand-drawn cell animation, giving it a vibrant, Saturday-morning cartoon aesthetic that was quite striking for its time, especially compared to the more gritty or realistic styles of games like Mortal Kombat.

As a 2D fighter, it involved one-on-one combat with special moves and different arenas.

Players could choose from six playable characters, each with their own unique animal and robot forms and abilities.

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Battle Beast (Fighting Game)

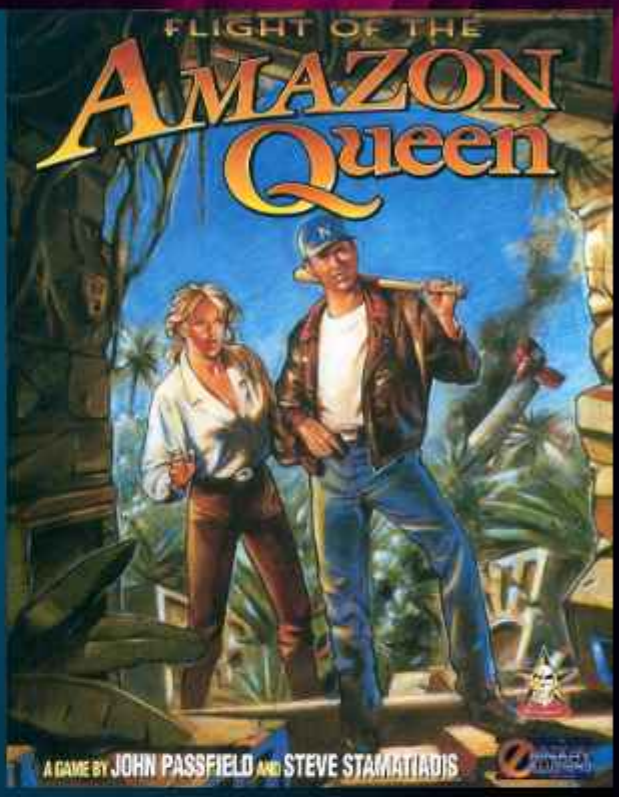
Despite being a fighting game, it had a humorous and whimsical tone, from the character designs to the storyline involving an evil "Toadman" trying to take over the world with brainwashed "Battle Beasts."

There were also some minor RPG-like elements, with characters having different strengths and weaknesses against certain elemental attacks.

While it didn't reach the same level of fame as Street Fighter or Mortal Kombat, Battle Beast is remembered for its distinctive visual style and the clever concept of transforming animal fighters.

It offered a fresh take on the 2D fighting genre for PC gamers in the mid-90s.

Flight Of the Amazon Queen (Amiga-Pc)



Flight of the Amazon Queen is a classic point-and-click adventure game that was originally released in 1995 for both Amiga and MS-DOS (PC).

It falls squarely into the graphic adventure game genre, heavily inspired by the comedic style of LucasArts classics like Monkey Island.

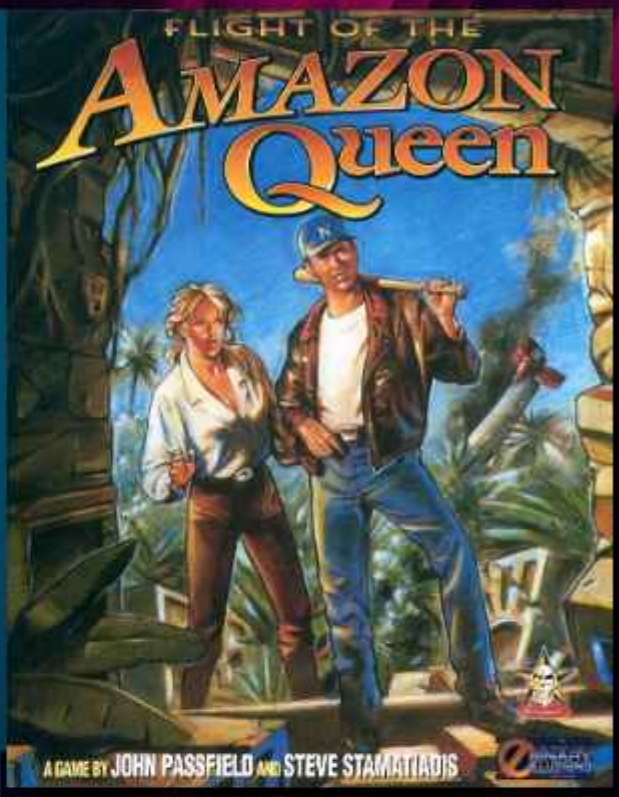
The game's story is a humorous homage to 1940s B-movies and pulp adventure serials.

You play as Joe King, a wisecracking pilot-for-hire who crashes his plane, "The Amazon Queen," in the Amazon jungle while transporting a famous Hollywood actress, Faye Russell.

Stranded, Joe gets entangled in a zany plot involving a mad scientist (Dr. Frank Ironstein), a kidnapped Amazon princess, and a scheme for world domination using an army of dinosaur-women.

Yes, it's as delightfully absurd as it sounds!

Flight Of the Amazon Queen (Amiga-PC)



Like other games of its type, you control Joe by clicking on objects and characters in the environment to interact with them.

The game utilizes a verb-based interface where you select actions (like "Use," "Look At," "Talk To," "Pick Up") and then apply them to objects or inventory items.

The core of the gameplay revolves around solving environmental puzzles by collecting items, combining them, and using them in logical and sometimes hilariously illogical ways to progress the story.

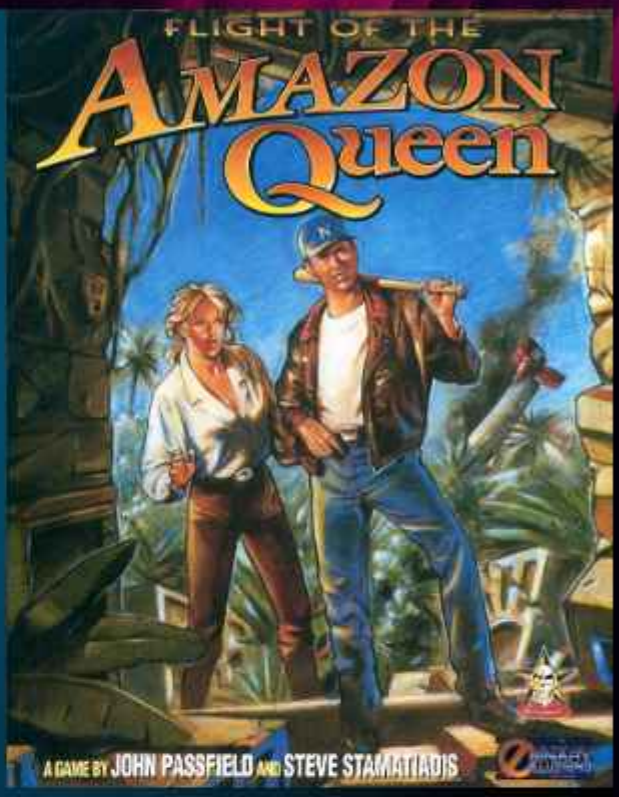
A significant part of the game's charm comes from its witty dialogue, often full of puns and humorous exchanges with the eccentric cast of characters.

It also features full voice acting, which was a big selling point at the time.

You'll explore a variety of locations, from the crashed plane and dense jungle to ancient temples and secret labs.

GAMER
RETRO Magazine

Flight Of the Amazon Queen (Amiga-PC)



In 2004, the game was famously re-released as freeware for use with ScummVM, an open-source interpreter that allows classic adventure games to run on modern operating systems.

This significantly boosted its accessibility and popularity among a new generation of players.

Due to its cult classic status, "Flight of the Amazon Queen" has seen several modern re-releases, including a "25th Anniversary Edition" with updated features like new controls, enhanced graphics filters, and cloud saving, bringing it to platforms like Windows, Mac, Linux, and mobile devices.

"Flight of the Amazon Queen" is fondly remembered for its engaging story, memorable characters, and laugh-out-loud humor, making it a beloved title in the history of adventure gaming.

GAMER Simon the Sorcerer RETRO Magazine

Simon The Sorcerer (Amiga-PC)

Simon the Sorcerer is a beloved point-and-click adventure game** developed and published by Adventure Soft.

It first graced screens in 1993, with releases for both Amiga and MS-DOS (PC).

The game is renowned for its witty and often sarcastic humor, heavily parodying common fantasy tropes, fairy tales, and even popular culture. It's a clear spiritual successor to the comedic adventure games of LucasArts (like *Monkey Island*) and draws inspiration from works like Terry Pratchett's *Discworld* series.

You play as Simon, a seemingly ordinary teenager who is inexplicably transported to a fantastical world.

Dressed in a wizard's robe, he soon discovers he's been brought there to rescue the wizard Calypso from the clutches of the evil sorcerer Sordid.

Simon, being rather unenthusiastic and snarky, reluctantly embarks on this quest, encountering a diverse and often absurd cast of characters along the way.

Simon the sorcerer

Simon The Sorcerer (Amiga-PC)

players interact with the environment, objects, and characters using a mouse-driven interface.

You select actions (e.g., "Look at," "Talk to," "Pick up," "Use") from a list and then apply them to elements in the game world or inventory items.

The game features a wide array of puzzles, ranging from logical to outright silly, often requiring creative thinking and experimentation with inventory items.

A major highlight is the extensive and often hilarious dialogue, featuring excellent voice acting (most notably by Chris Barrie of Red Dwarf fame as Simon in the first game).

The conversations are filled with fourth-wall breaks, pop culture references, and Simon's characteristic cynicism.

The game offers a large, interconnected world to explore, though it's not always immediately obvious where to go next, encouraging thorough investigation.

Simon the Sorcerer was a critical and commercial success.

GAMER Simon the sorcerer RETRO Magazine

Simon The Sorcerer (Amiga-PC)

Despite its age, the original game remains popular among adventure game enthusiasts and has been re-released on modern platforms, often with enhancements like updated controls and compatibility (often via ScummVM).

Simon the Sorcerer stands as a testament to the golden age of point-and-click adventure games, remembered for its sharp wit, engaging puzzles, and unforgettable protagonist.

GAMER
RETRO Magazine

Untold Legends: Brotherhood of the Blade PSP

Untold Legends: Brotherhood of the Blade was a significant launch title for the PlayStation Portable (PSP), released on March 22, 2005, in North America.

It was developed by Sony Online Entertainment (SOE) and served as one of the key games to showcase the PSP's capabilities, particularly its ability to deliver a console-like action RPG experience on a handheld.

It's an action role-playing game (RPG), often described as a "hack-and-slash" dungeon crawler, drawing clear inspiration from titles like Diablo and SOE's own Champions of Norrath* (for the PS2).

Players choose from one of four distinct character classes:

Knight: Melee fighter, tank.

Druid: Spell-caster with nature-based magic.

Berserker: Fast, wild melee attacker.

Alchemist: Ranged spell-caster with elemental attacks.

Untold Legends: Brotherhood of the Blade PSP

Combat is in real-time, focusing on engaging hordes of enemies with a combination of weapon attacks and special abilities/ spells.

As players defeat enemies and complete quests, they earn experience points to level up their character, distribute skill points, and find a vast amount of randomized loot (weapons, armor, items) to equip and customize their character.

Much of the game takes place in randomly generated dungeons, sewers, forests, and other environments, providing replayability.

A major selling point was its ad-hoc multiplayer mode, allowing up to four players to team up locally via Wi-Fi to tackle quests and dungeons together.

This was a pretty impressive feature for a handheld at the time.

The story is fairly typical high fantasy.

Players take on the role of a guardian of Aven, a city high in the mountains and the last defense against a sudden onslaught of dark creatures.

GAMER
RETRO Magazine

Untold Legends: Brotherhood of the Blade PSP

The goal is to explore the world of Untaca, battle monsters, and uncover the mystery behind the invading forces.

Untold Legends was generally received as a solid launch title for the PSP.

Critics praised its ability to bring a console-style action RPG experience to a portable device, the engaging hack-and-slash combat, and the robust multiplayer.

Repetitive nature, generic story, long loading times between areas, and a lack of depth or innovation compared to its console counterparts.

Despite its flaws, it was a commercially successful game and spawned sequels on the PSP, Untold Legends: The Warrior's Code and PlayStation 3 Untold Legends: Dark Kingdom.

Untold Legends: Brotherhood of the Blade was an important game for the early PSP, establishing a popular genre on the platform and demonstrating its capacity for more complex gaming experiences.